

FIGURE 1

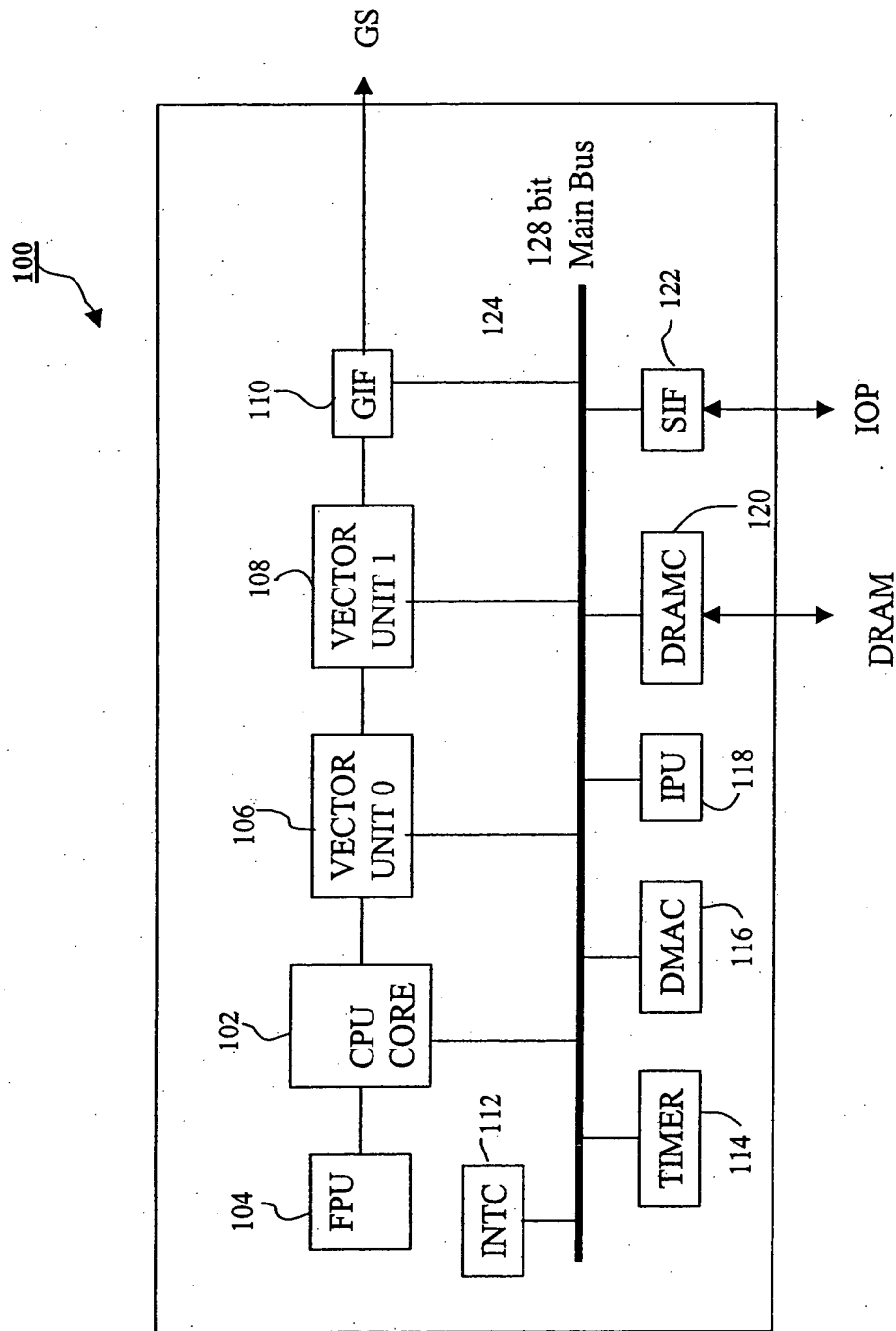
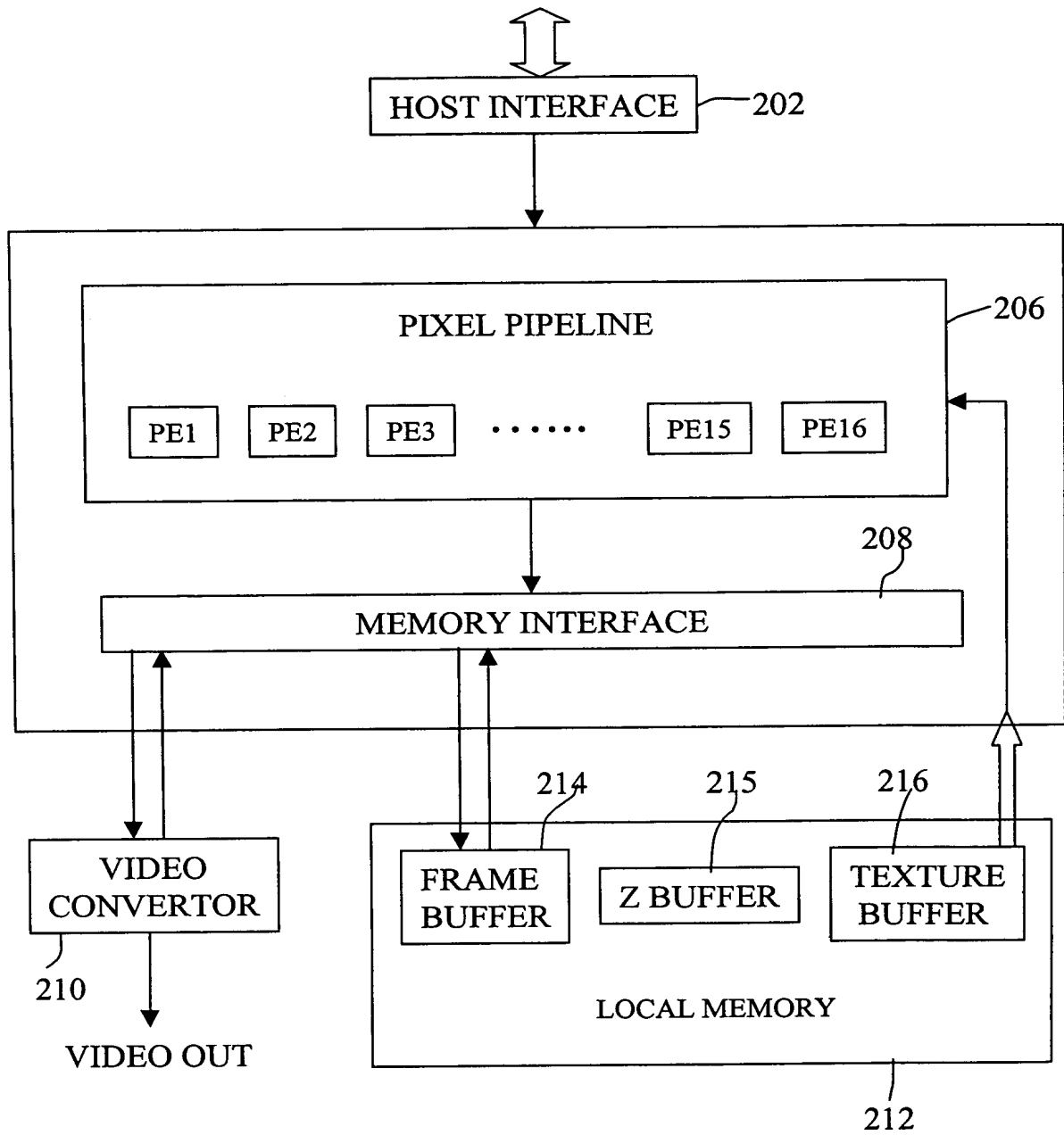


FIGURE 2

**FIGURE 3**

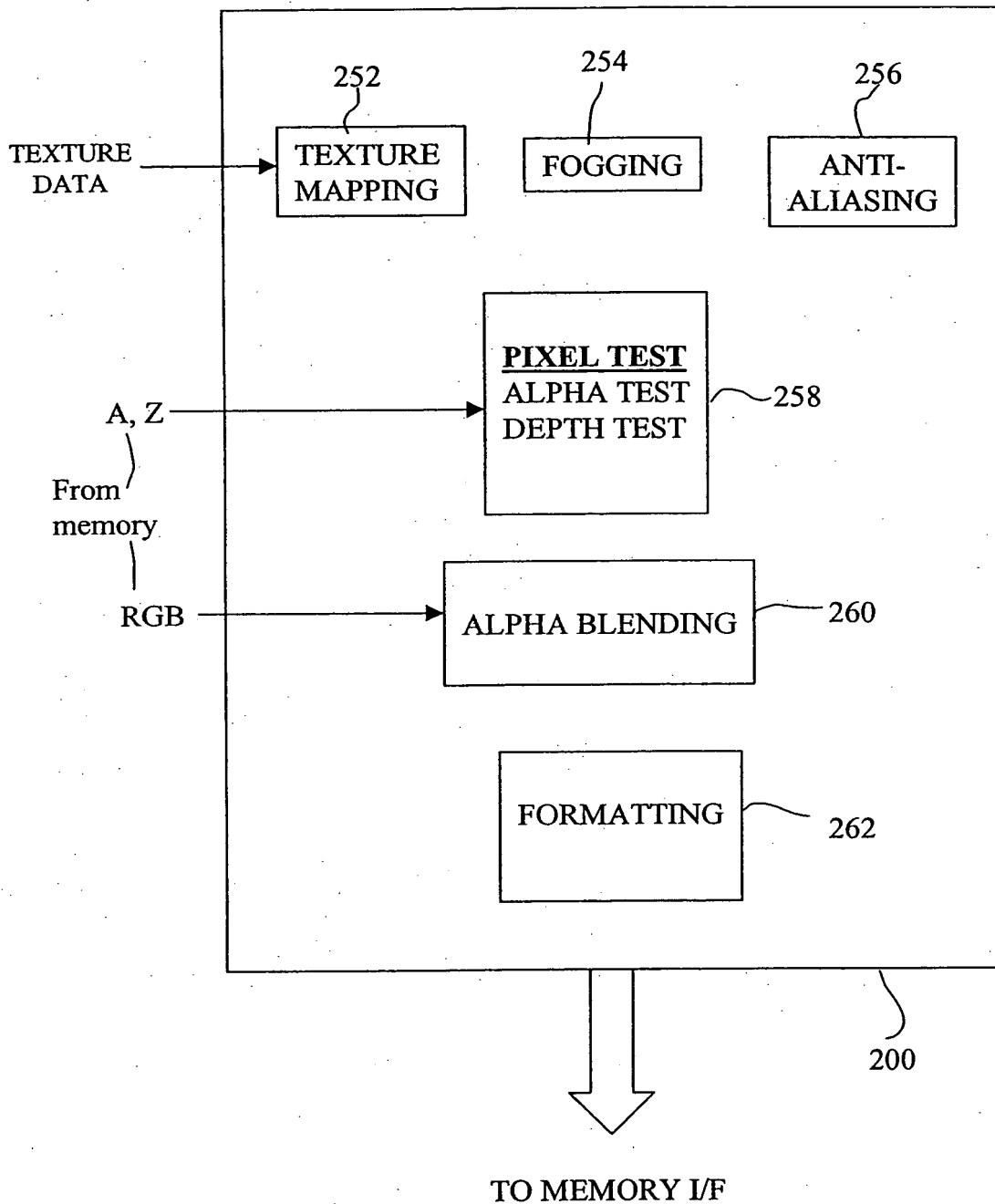
**FIGURE 4**



FIG 5A

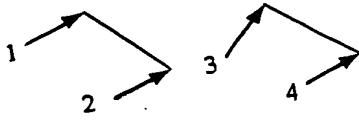


FIG 5B

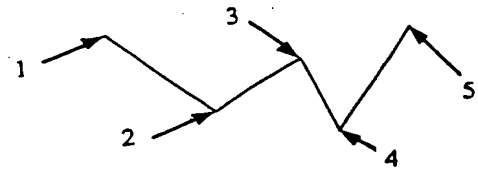


FIG 5C

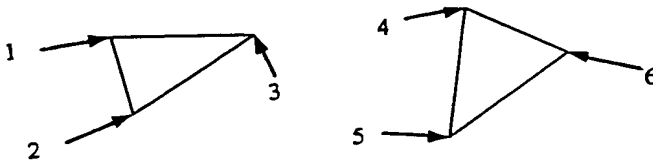


FIG 5D

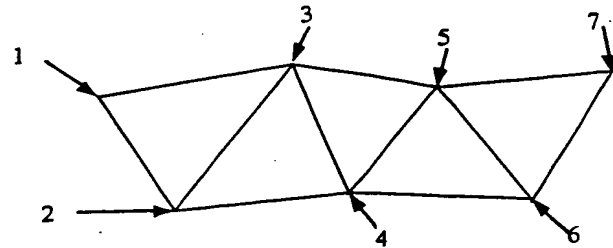


FIG 5E

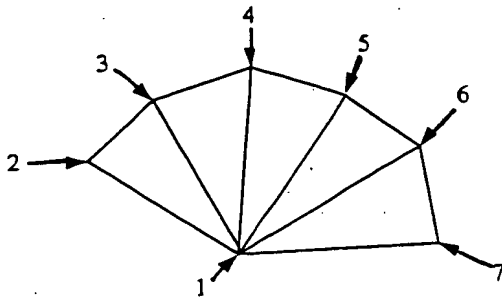


FIG 5F

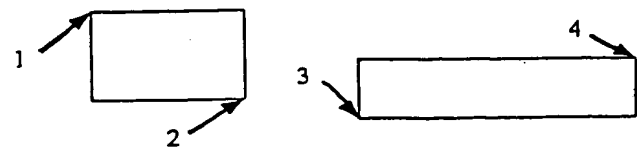
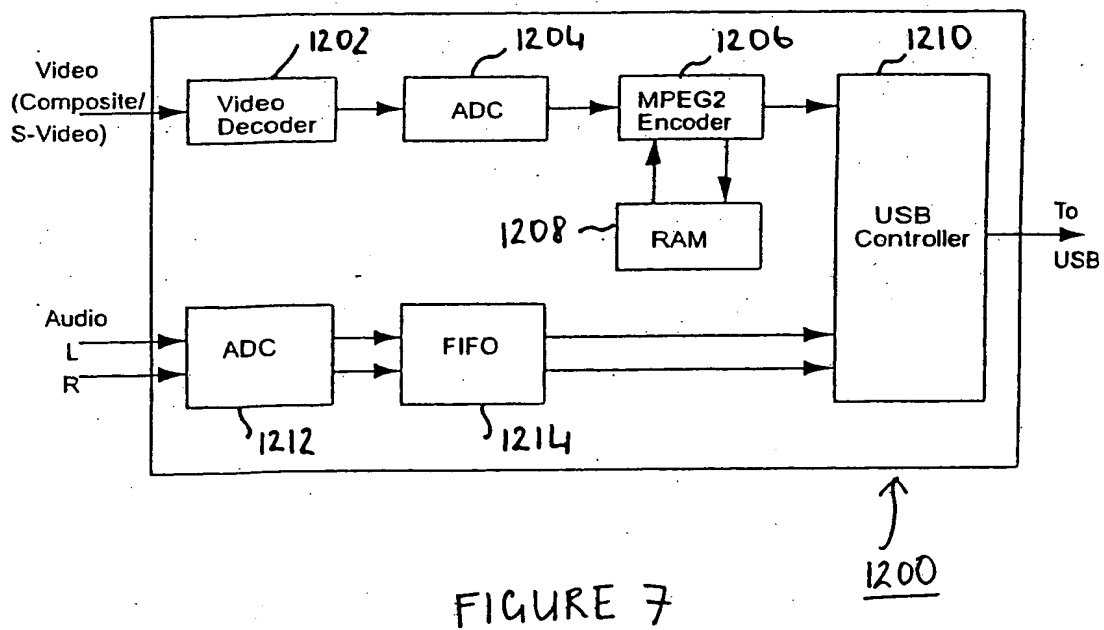
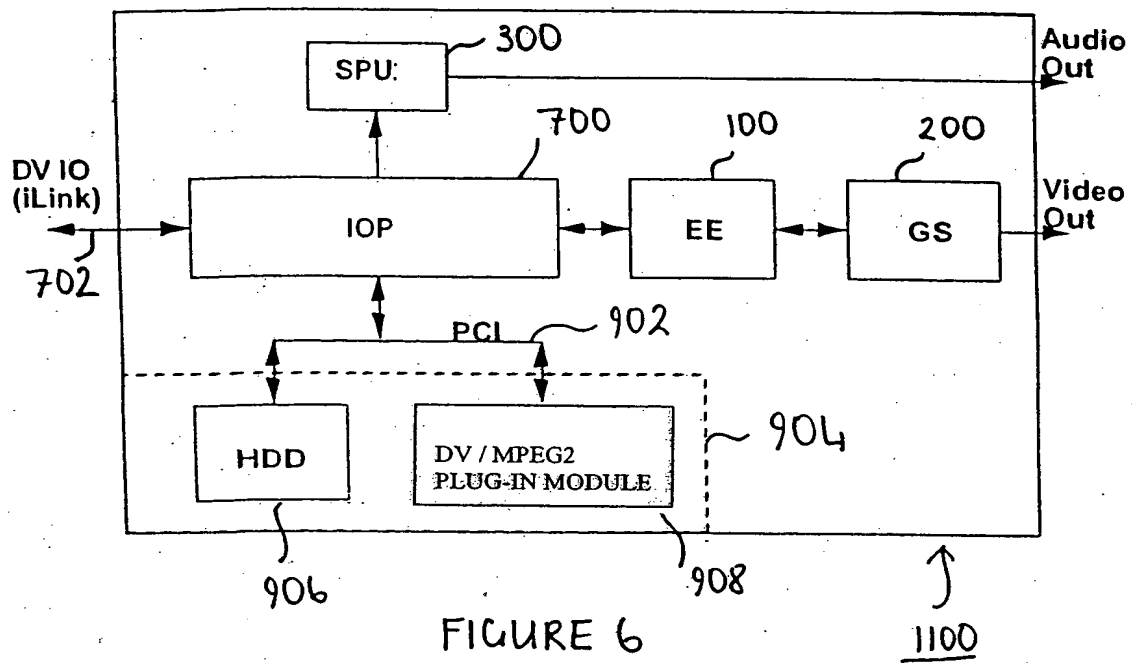


FIG 5G



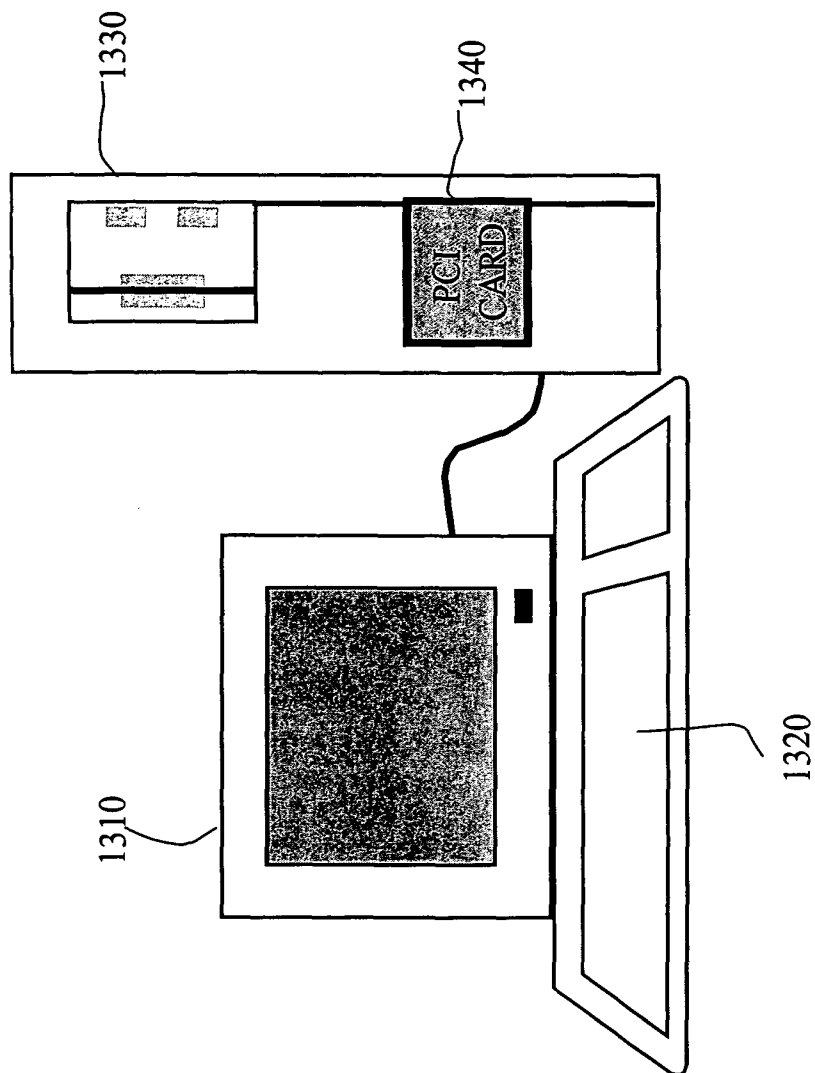


FIGURE 8

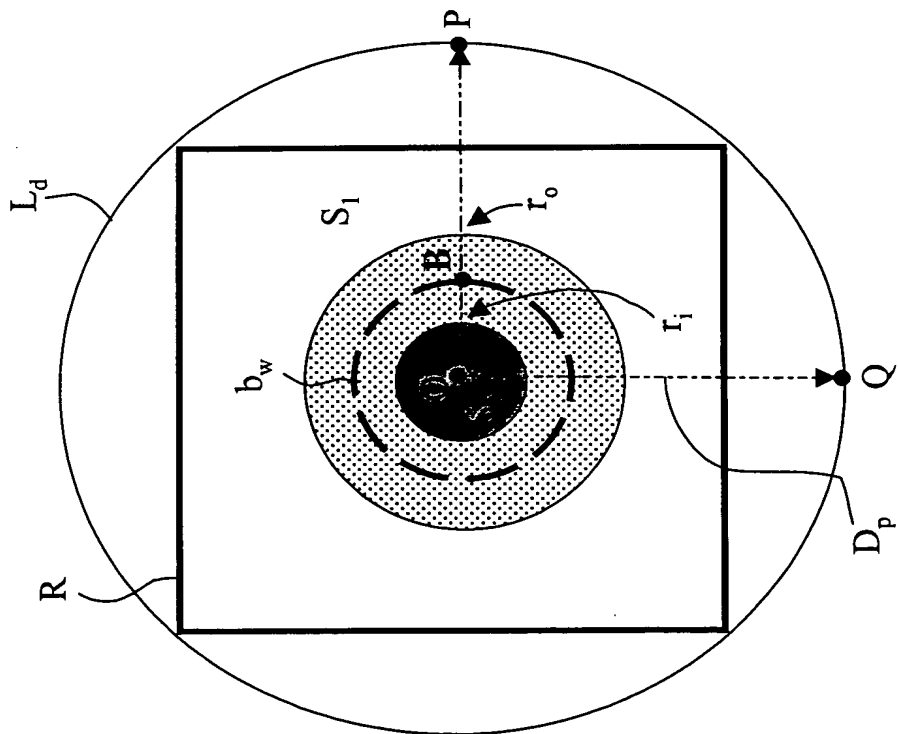


FIGURE 9

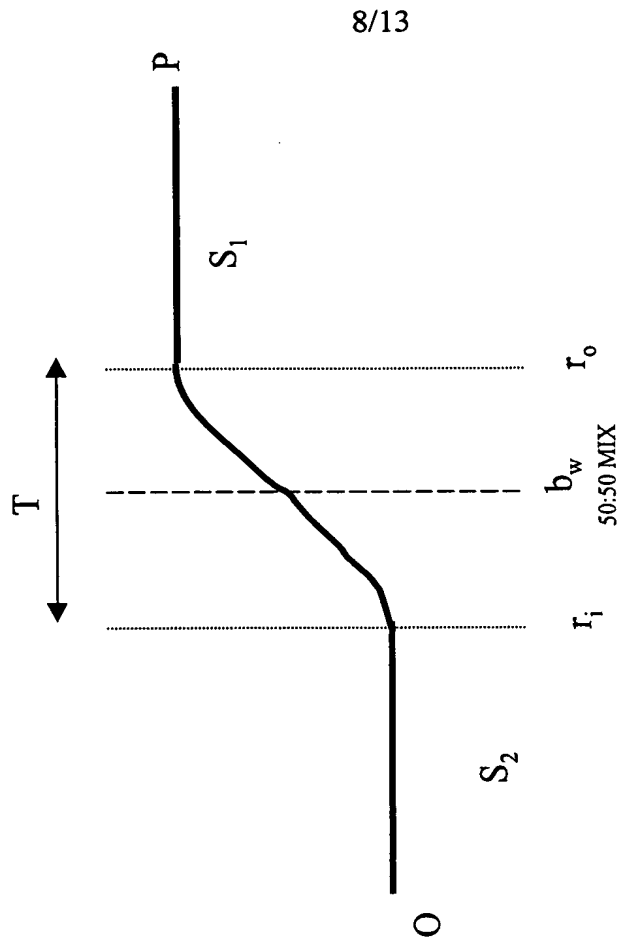


FIGURE 10



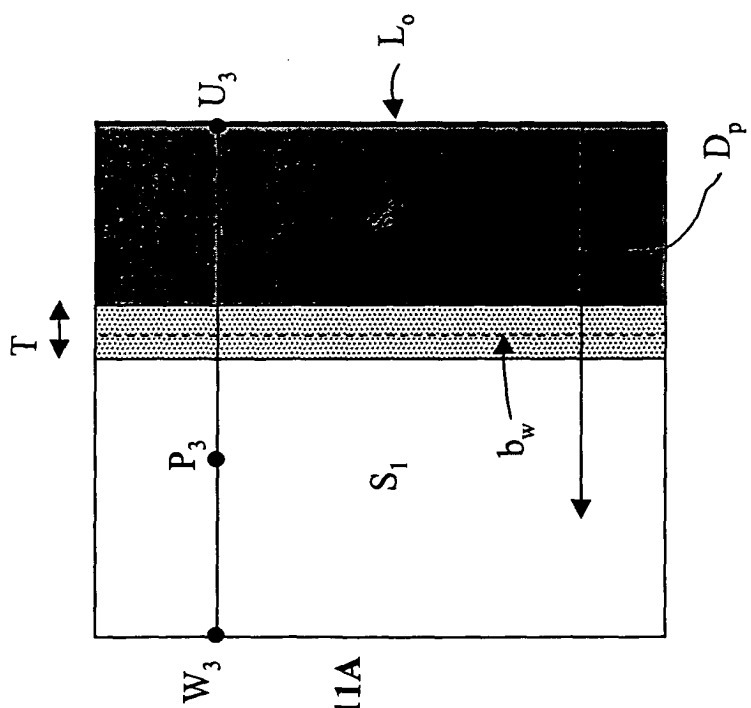


FIG 11A

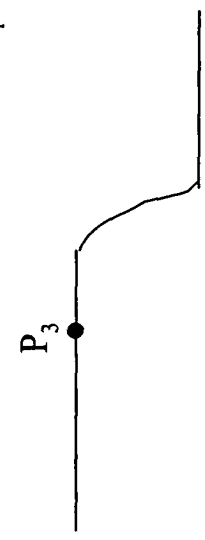


FIG 11B

normalised distance  
along wipe progression  
direction from  $L_{refl}$

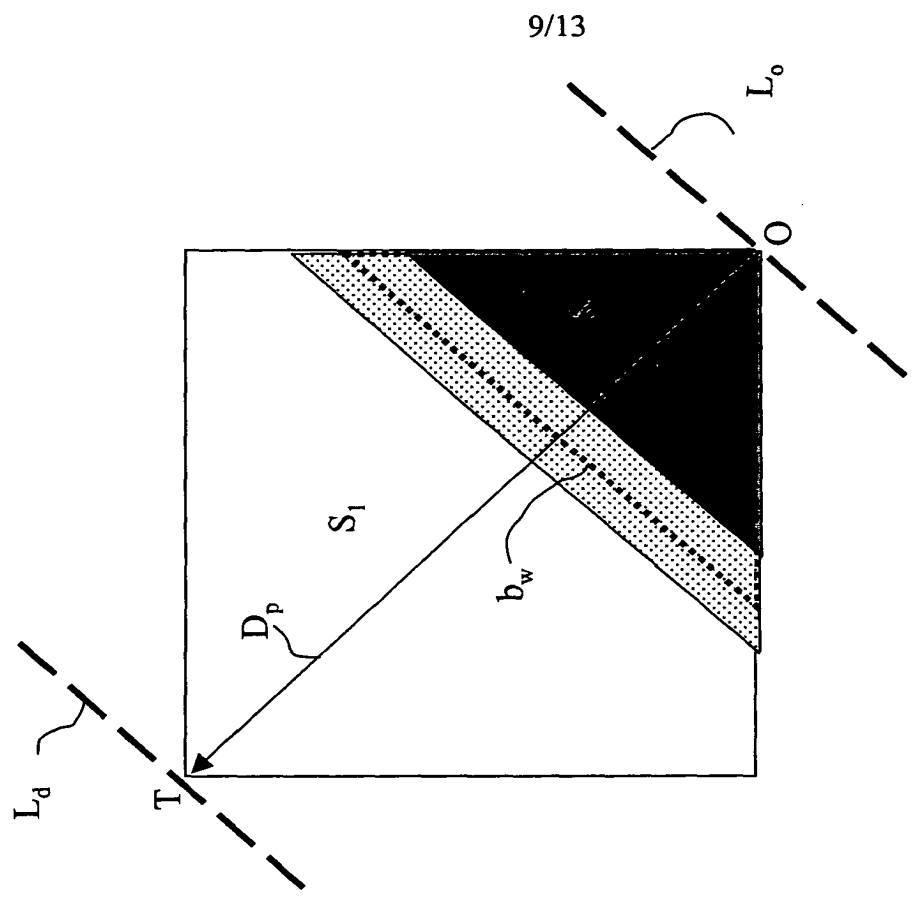
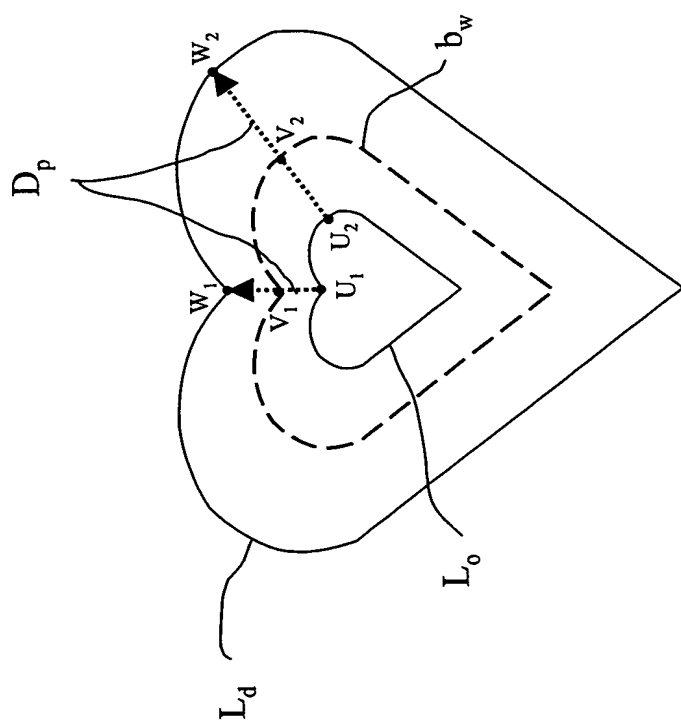


FIGURE 12



**FIGURE 13**

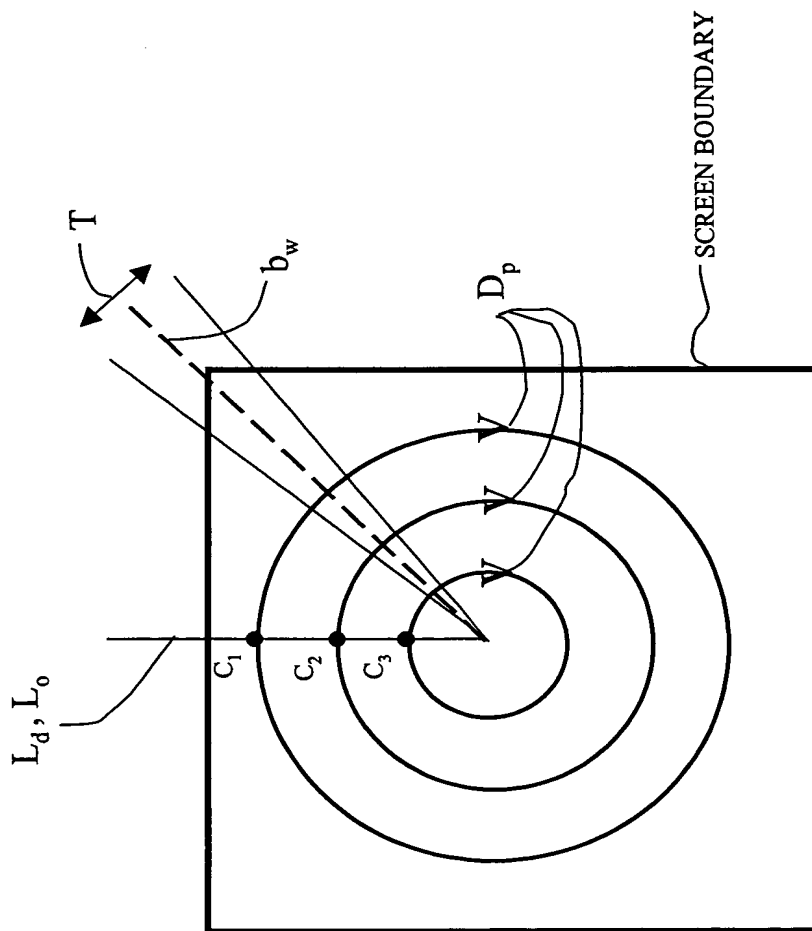


FIGURE 14

TEXTURE FUNCTION

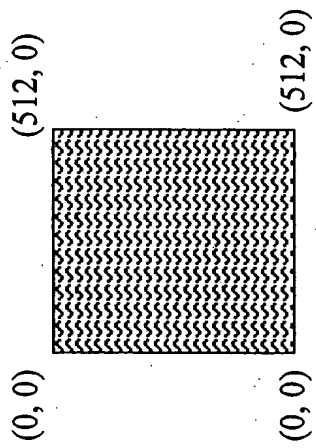


FIG 15A

SCREEN CO-ORDINATE SPACE

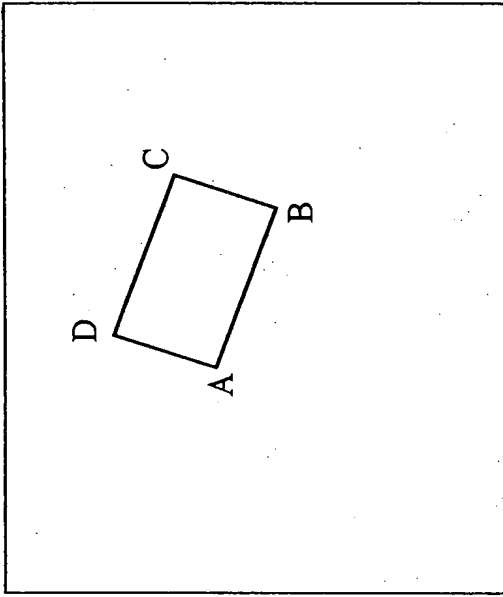


FIG 15B

1-D TEXTURE FUNCTION DERIVED FROM WIPE CONTROL SIGNAL

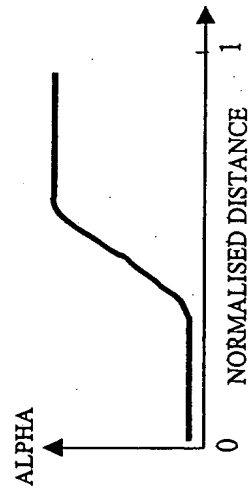
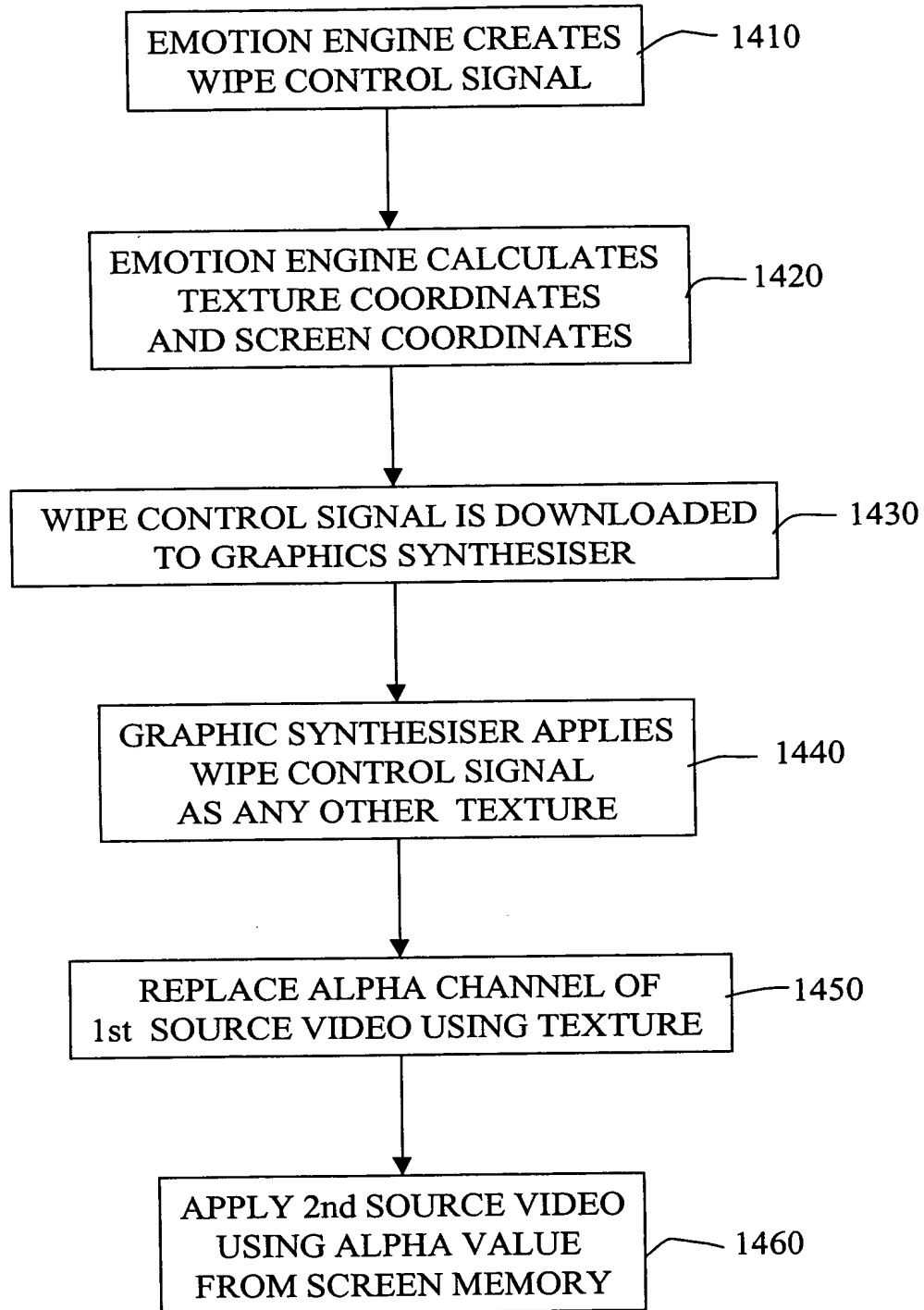


FIG 15C

**FIGURE 16**